

FIG. 1

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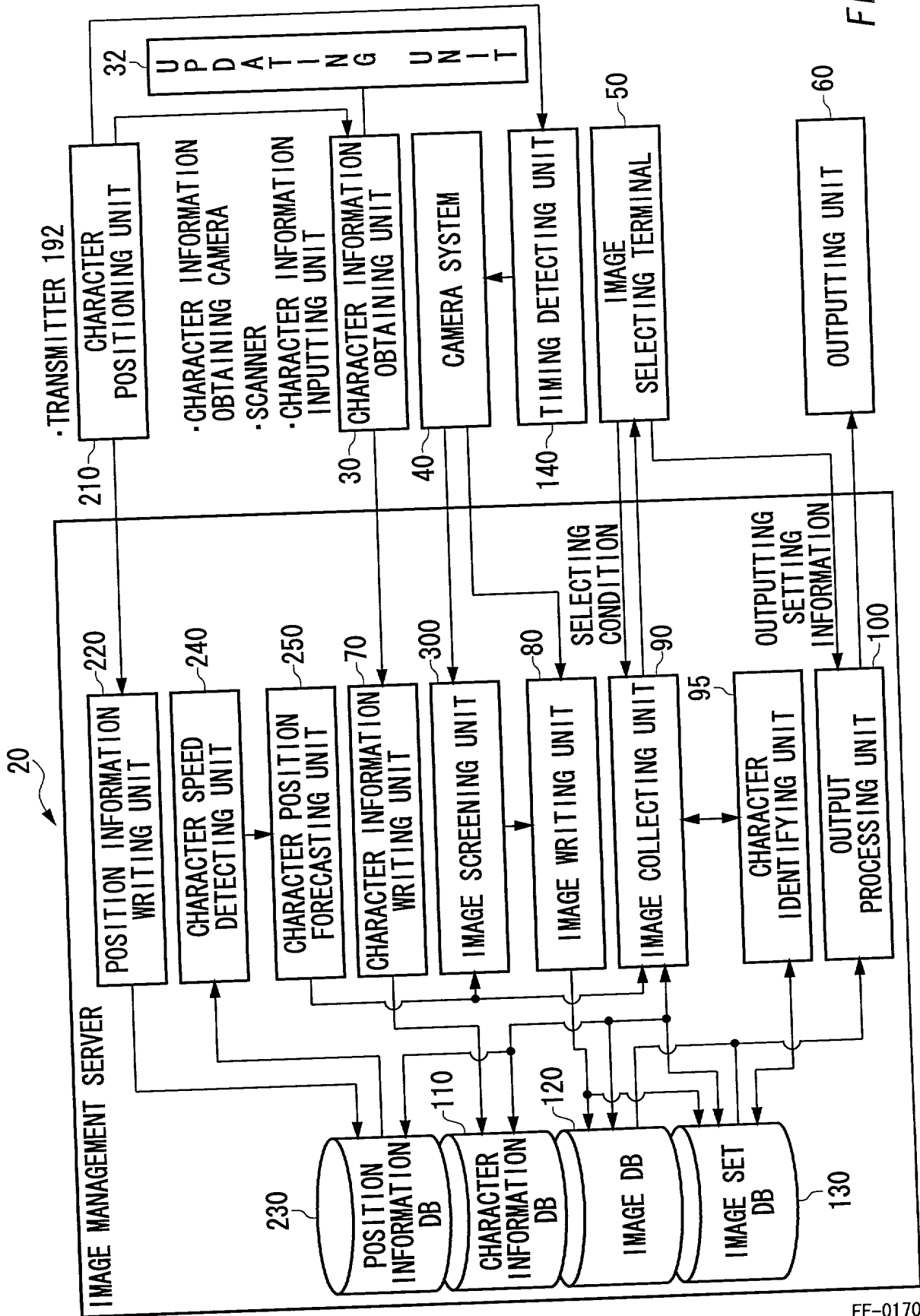


FIG. 2

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CHARACTER DB

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CHARACTER ID	FRIEND ID	CHARACTER INFORMATION		ENTRY TIME	POSITION INFORMATION	RESTRICTION FOR OTHERS NOT TO OBTAIN ONE'S IMAGE
		DATA AT ENTRY	UPDATE DATA			
1	4, 5	FACE PARAMETER (1)	NO	9:00	9:10=POINT A	YES
2	3	FACE PARAMETER (2)	UPDATED FACE PARAMETER (2)	9:15	9:30=POINT B, 10:00=POINT C, ...	NO
3	2	FACE PARAMETER (3)	NO	9:20	9:30=POINT B, 10:00=POINT C, ...	NO

FIG. 3

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IMAGE DB

120

IMAGE ID	IMAGE CAPTURING PROPERTY			IDENTIFIED CHARACTER ID				
	CAMERA ID	POSITION INFORMATION						
		PLACE	TIME					
1	5	POINT A	10:00	1				
2	6	POINT A	10:01	2	3			
3	1	POINT B	10:03	8	13			

FIG. 4

IMAGE SET DB

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SET IMAGE ID		IMAGE ID					
ANGLE SET	CHRONOLOGICAL SET						
A1		11	12	13	14	15	
A2		6	7	8			
	T1	15	17	20	24		

FIG. 5

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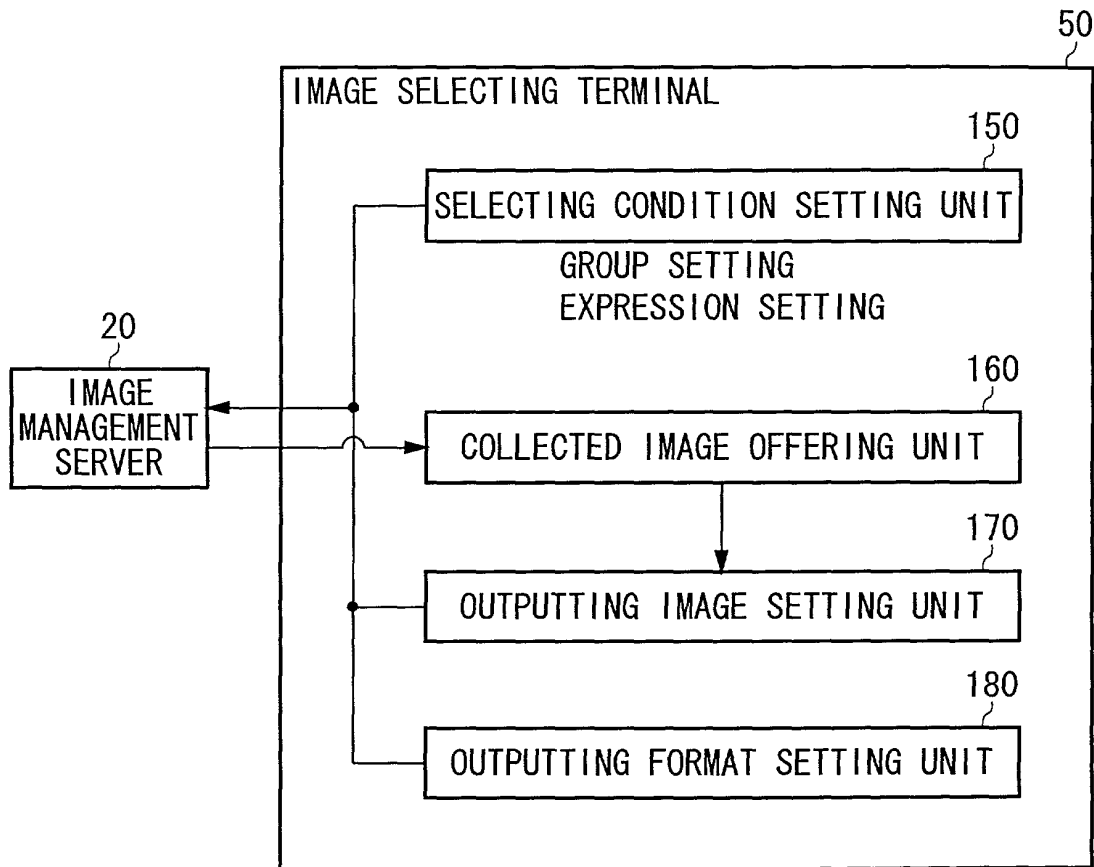


FIG. 6

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95: CHARACTER IDENTIFYING UNIT

SET IMAGE ID	IMAGE ID				
A1 (ANGLE SET)	11	12	13	14	15

INCLUDES CHARACTER X  
IN COMMON

THE CHARACTER X IN IMAGE ID 11 IS  
IDENTIFIED AS CHARACTER ID 19

THE CHARACTER X IN IMAGES ID 12 THROUGH 15 IS ALSO  
IDENTIFIED AS CHARACTER ID 19

FIG. 7A

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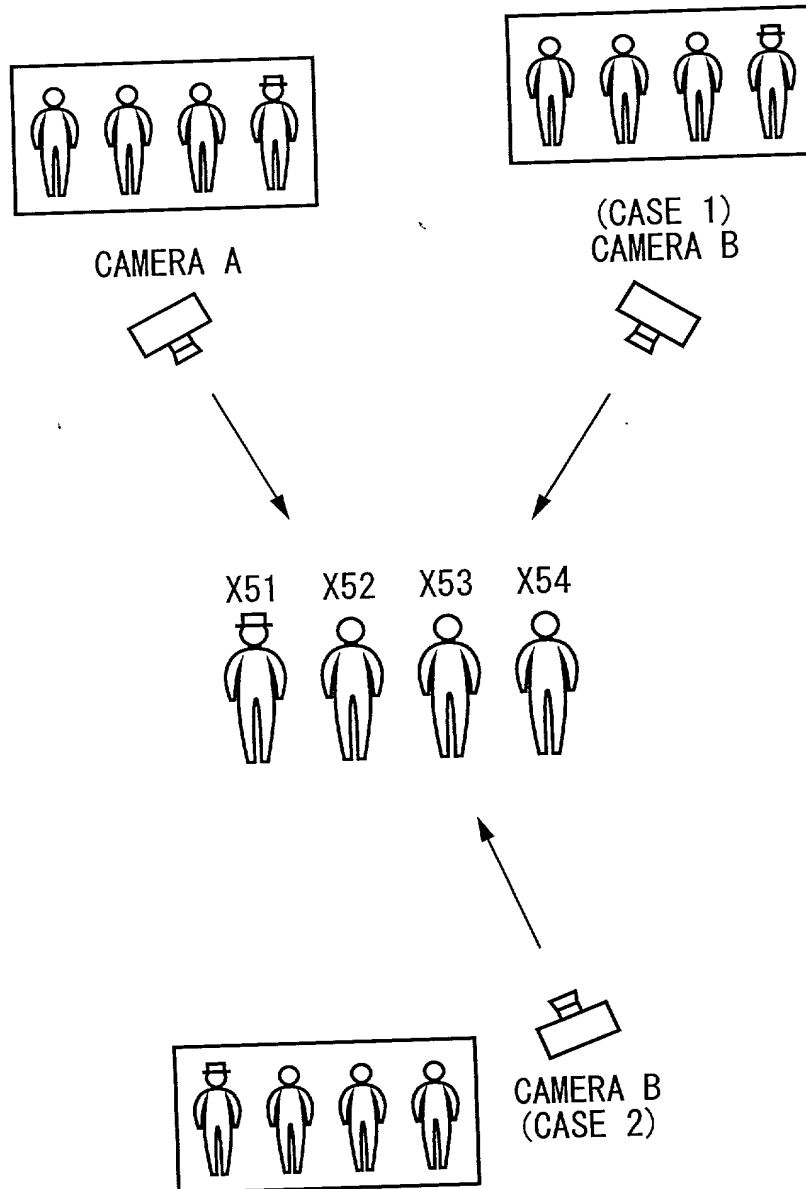


FIG. 7B

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95: CHARACTER IDENTIFYING UNIT

SET IMAGE ID	IMAGE ID	
A2 (ANGLE SET)	51	52

INCLUDE CHARACTER  
X51, X52, X53, AND X54  
IN COMMON

EACH OF THE PERSONS IN IMAGE ID 51  
IS IDENTIFIED

EACH OF THE PERSONS ARE VERIFIED  
(FIG. 7B)

IDENTIFY EACH PERSON

FIG. 7C



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95: CHARACTER IDENTIFYING UNIT

SET IMAGE ID	IMAGE ID				
T1 (CHRONOLOGICAL SET)	21	22	23	24	25

INCLUDES CHARACTER Y  
IN COMMON



THE CHARACTER Y IN IMAGE ID 21 IS  
IDENTIFIED AS CHARACTER ID 29



THE CHARACTER Y IN IMAGES ID 22 THROUGH 25 IS ALSO  
IDENTIFIED AS CHARACTER ID 29

FIG. 8

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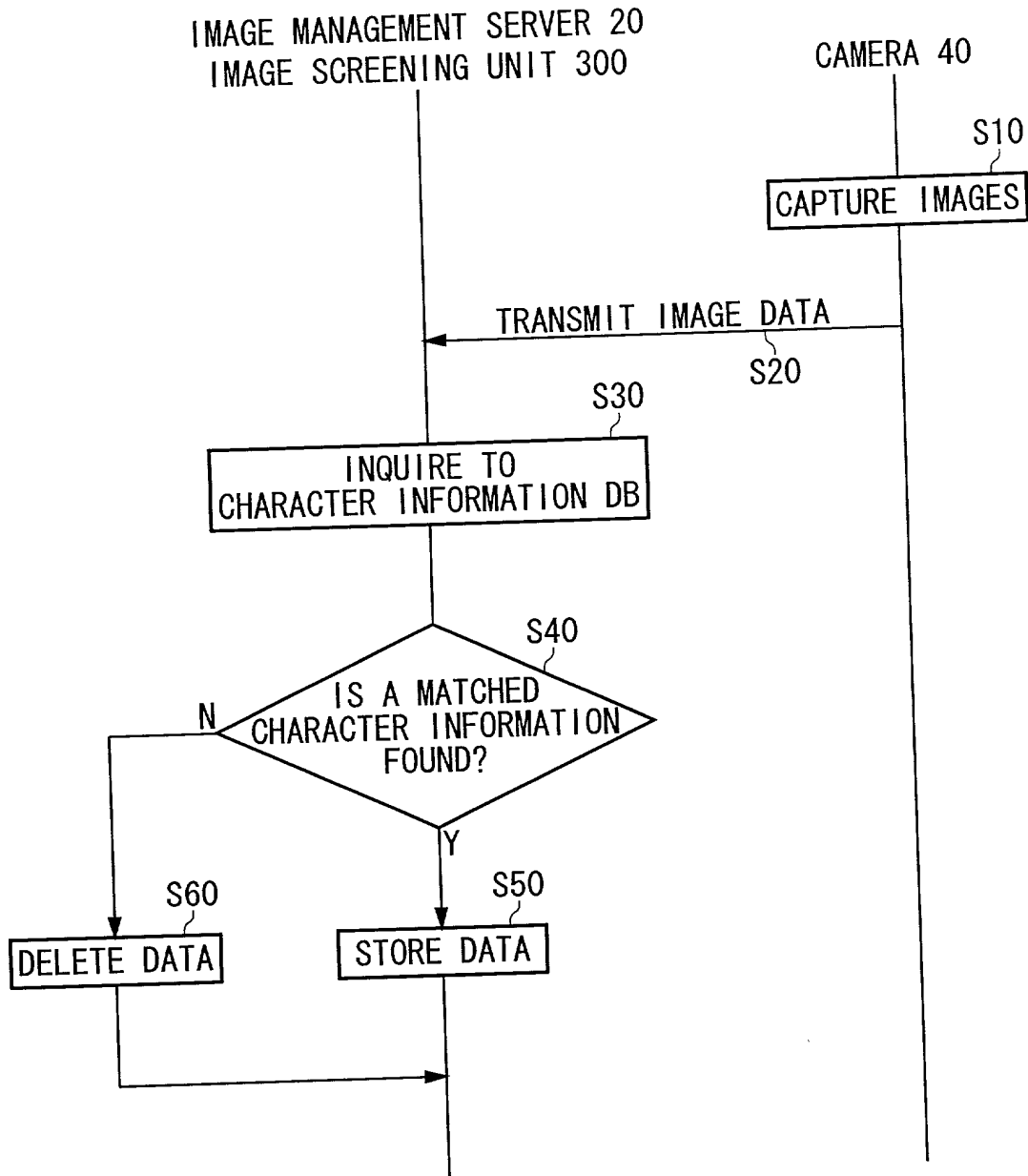
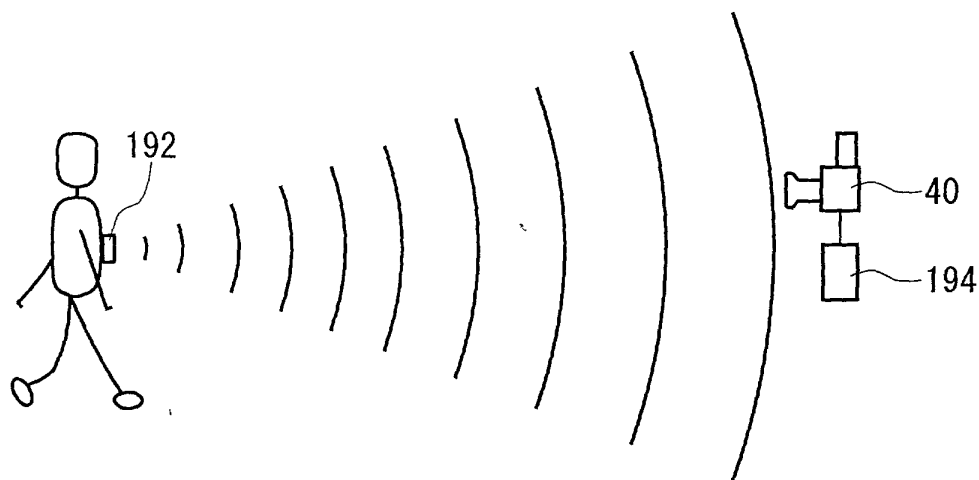


FIG. 9

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DETECT POSITION OF A CHARACTER

THE CHARACTER COMES TO A PREDETERMINED POSITION

CAPTURE IMAGE

**FIG. 10**

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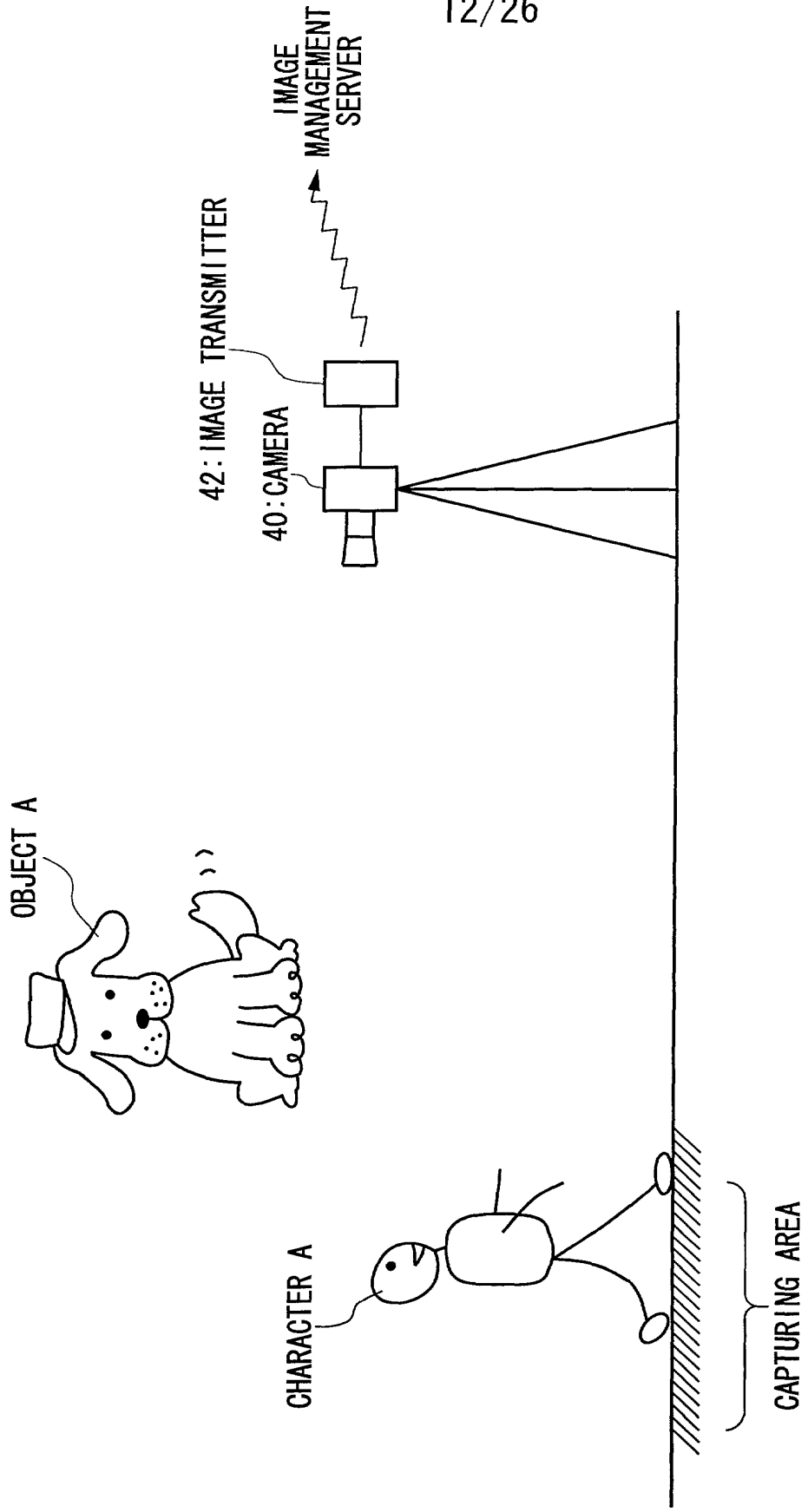


FIG. 11

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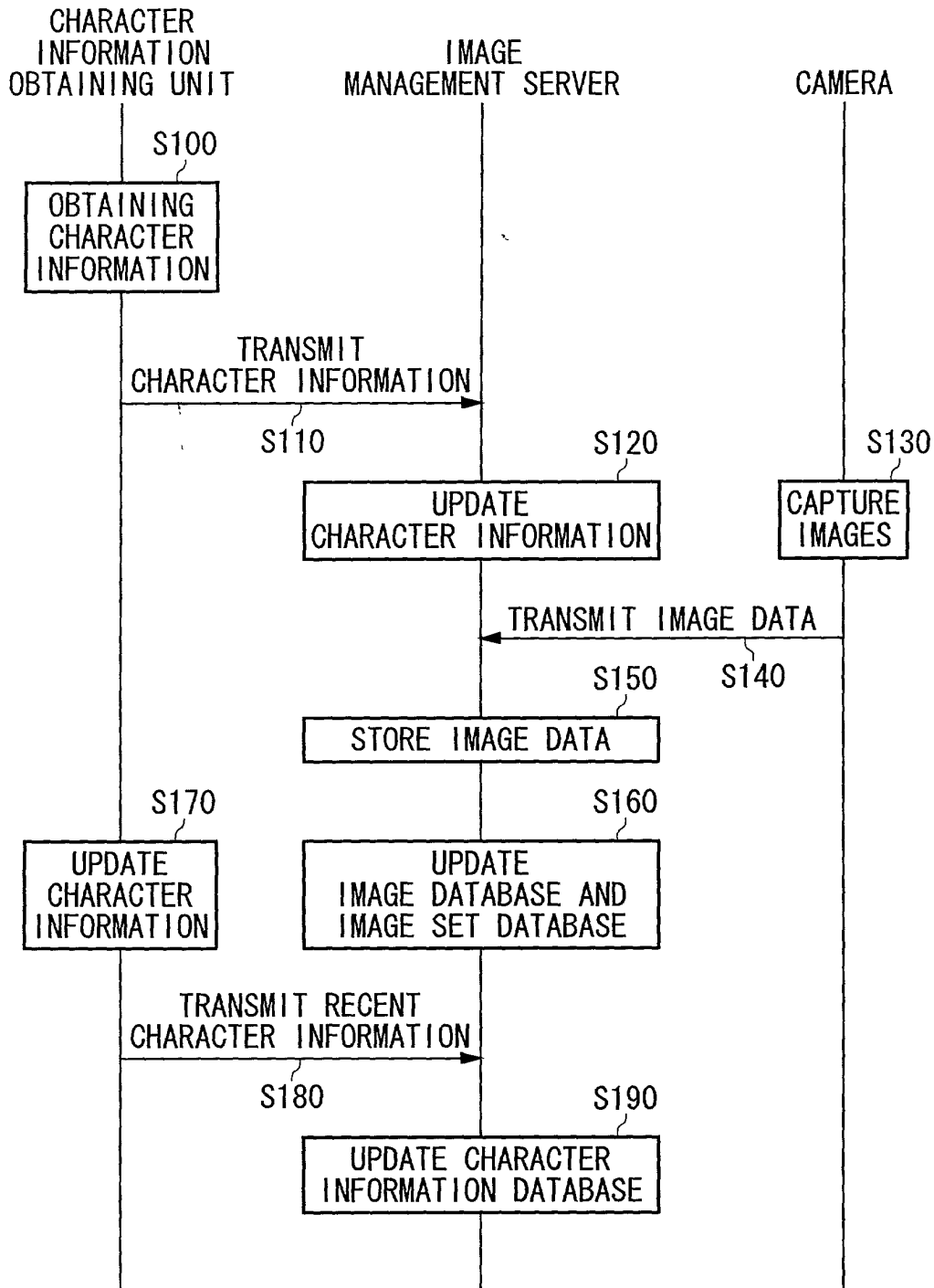


FIG. 12

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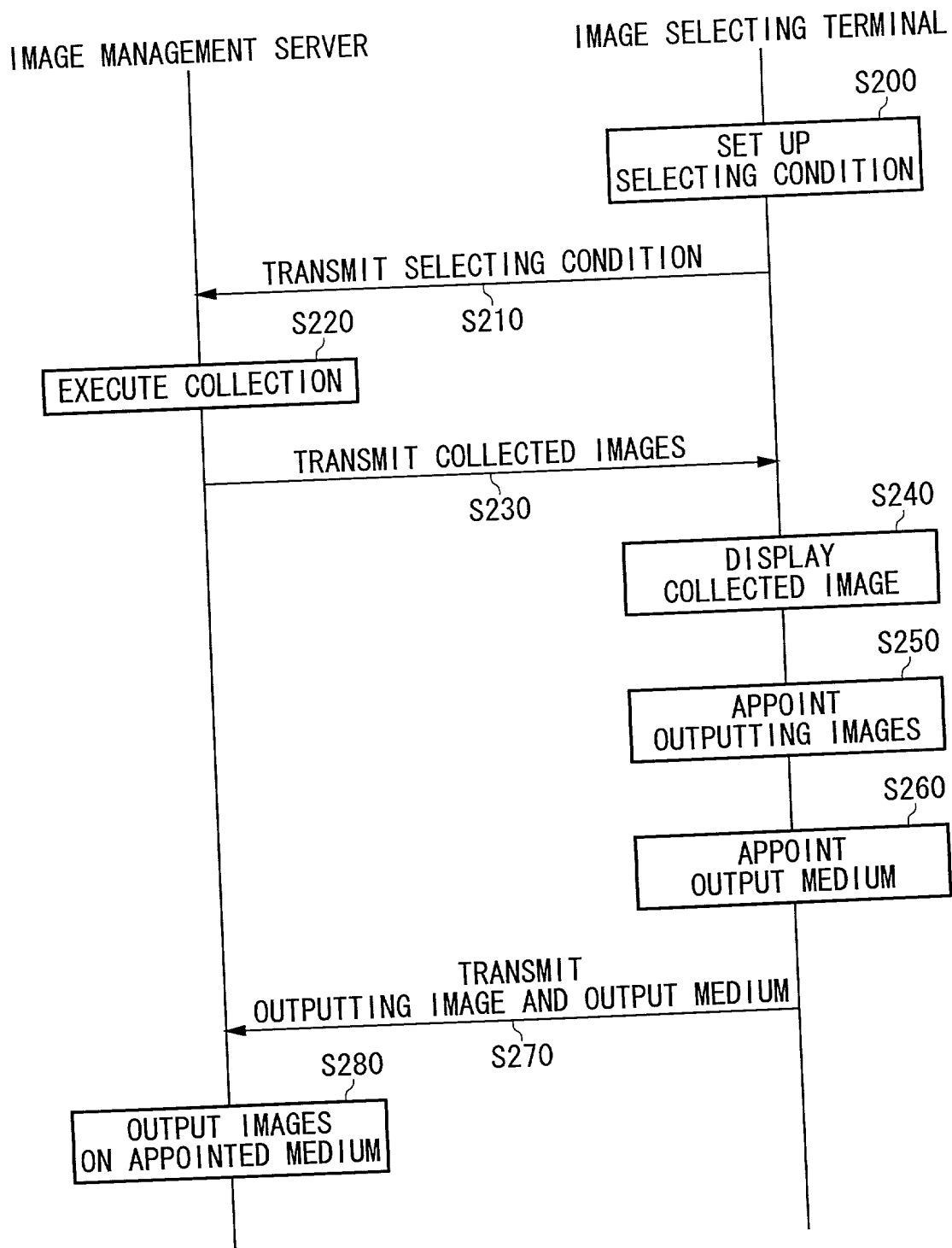


FIG. 13

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INFORMATION FOR SETTING IMAGE SELECTING CONDITION

PLEASE INPUT YOUR ID NUMBER  
215

SEARCH CONDITION (PLEASE CHECK)

☒ ONLY YOURSELF

☒ WITH YOUR FRIEND  
PLEASE INPUT YOUR FRIEND'S ID  
216 217

☒ FACIAL EXPRESSION

☒ EYES OPEN ONLY ☒ SMILING ONLY

SEARCH

FIG. 14

**FIG. 15**



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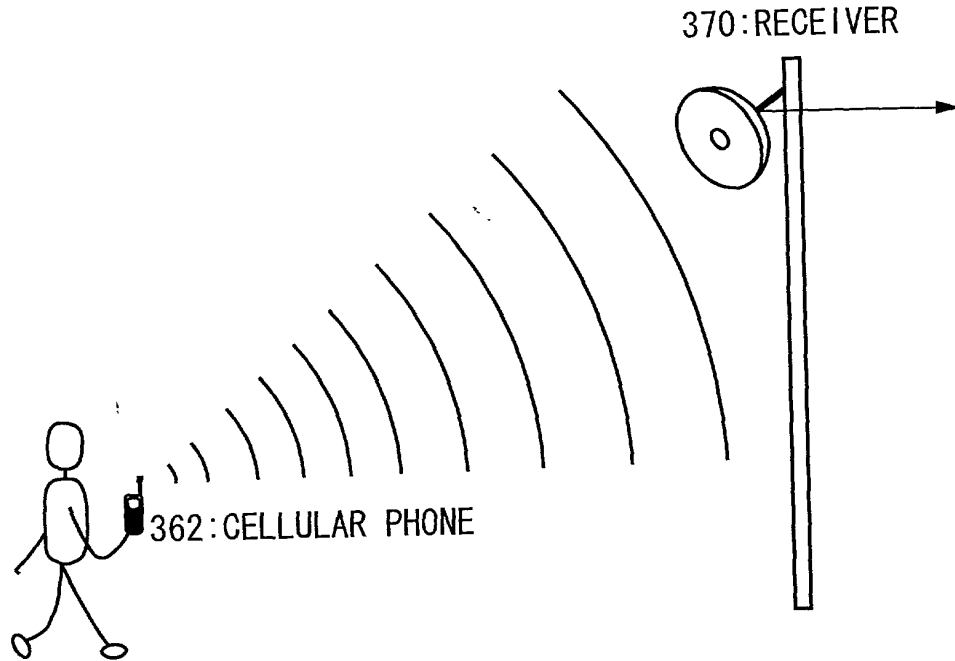


FIG. 16

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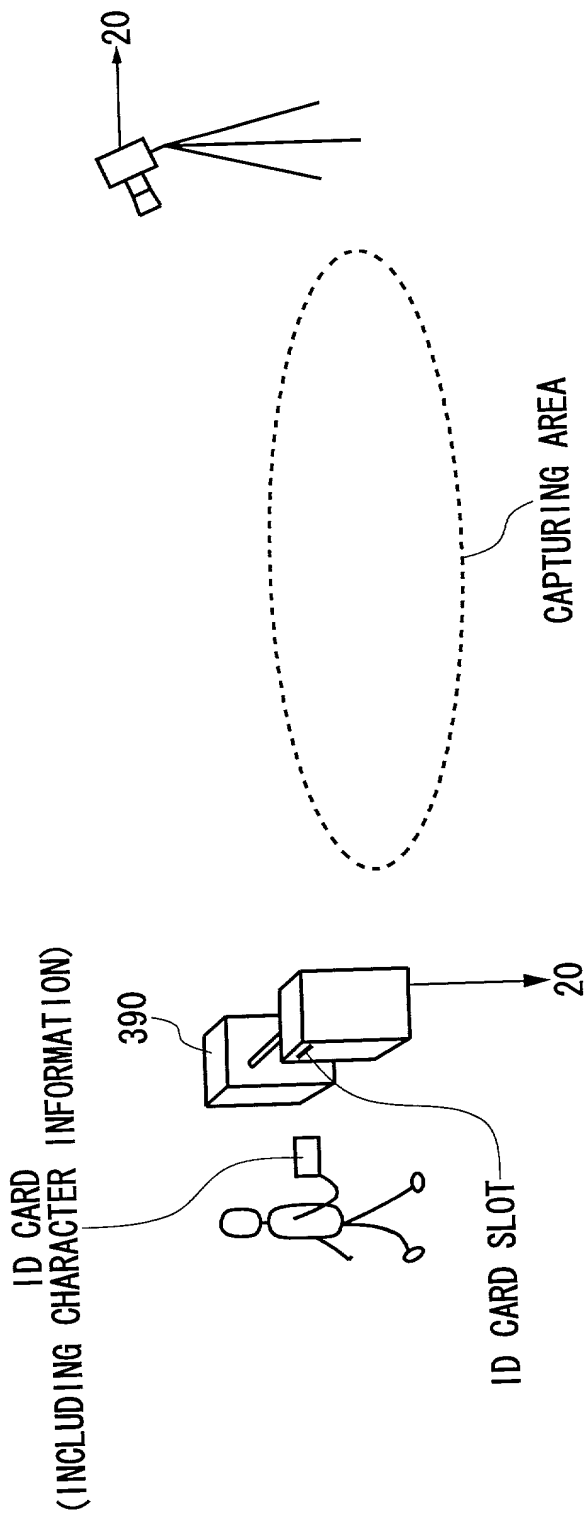


FIG. 17

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POSITION INFORMATION DB

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CHARACTER ID	1
TIME	PLACE
13:00	POINT A
13:10	POINT A
13:20	POINT B
13:30	POINT B
⋮	

FIG. 18

A CHARACTER WHO PASSES  
THE PREDETERMINED POINT

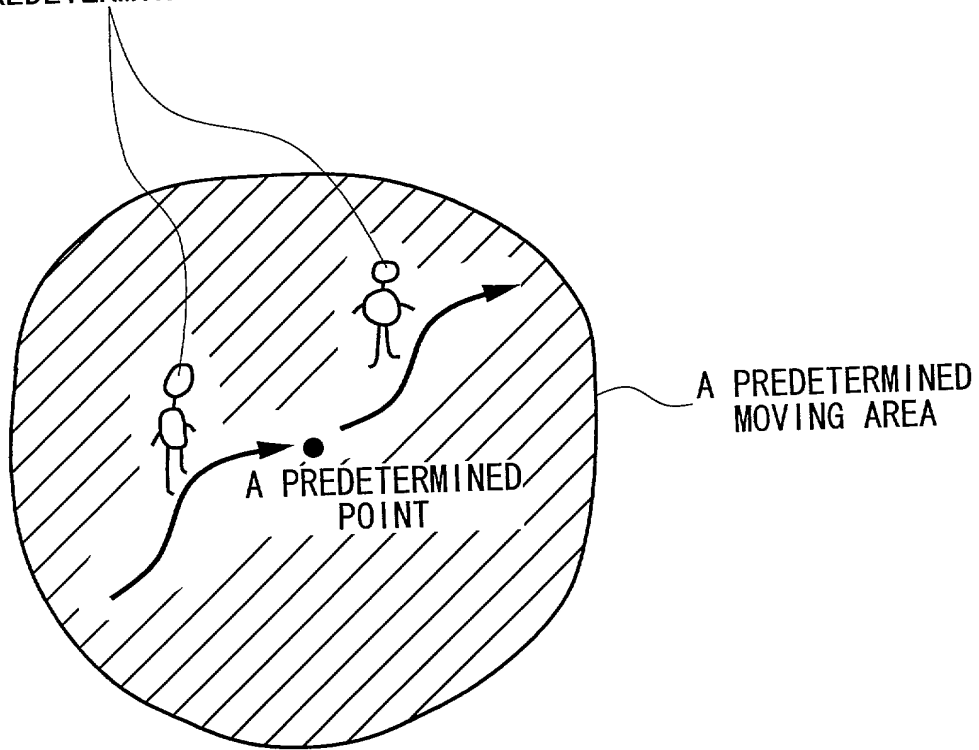


FIG. 19

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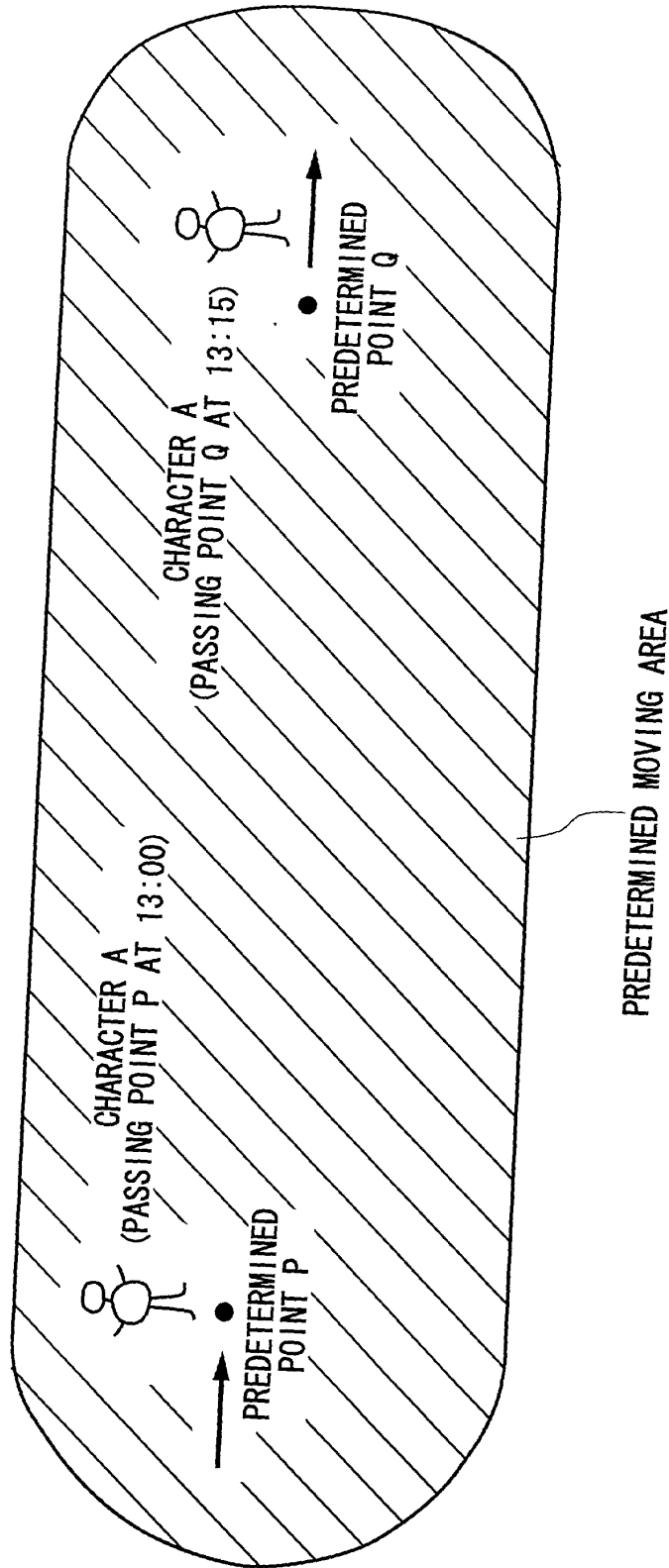


FIG. 20

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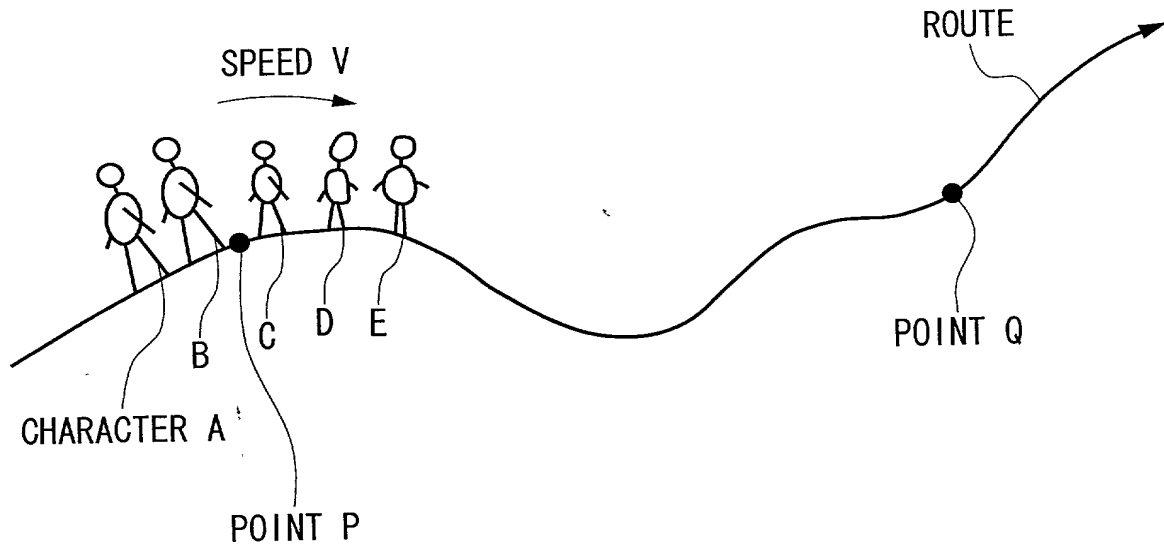


FIG. 21

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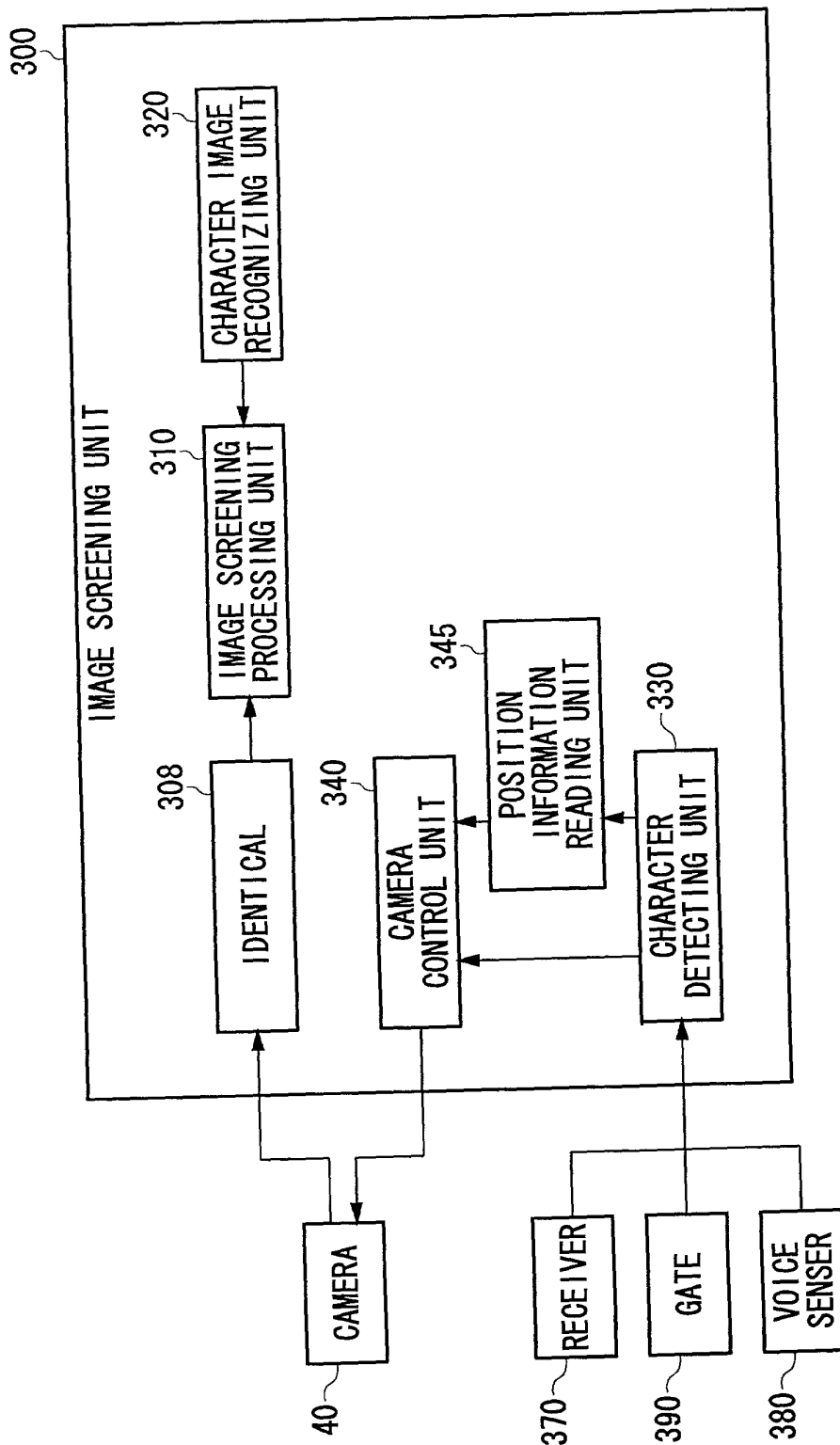


FIG. 22

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# 320: CHARACTER IMAGE RECOGNIZING UNIT

## IMAGE DETECTING CONDITION

### • CONDITION FOR DELETING IMAGE

- EYES ARE CLOSED
- FACIAL EXPRESSION IS ANGRY





○ DETECT × DELETE	○	×	○	×
				
	IMAGE1	IMAGE2	IMAGE3	IMAGE4

FIG. 23

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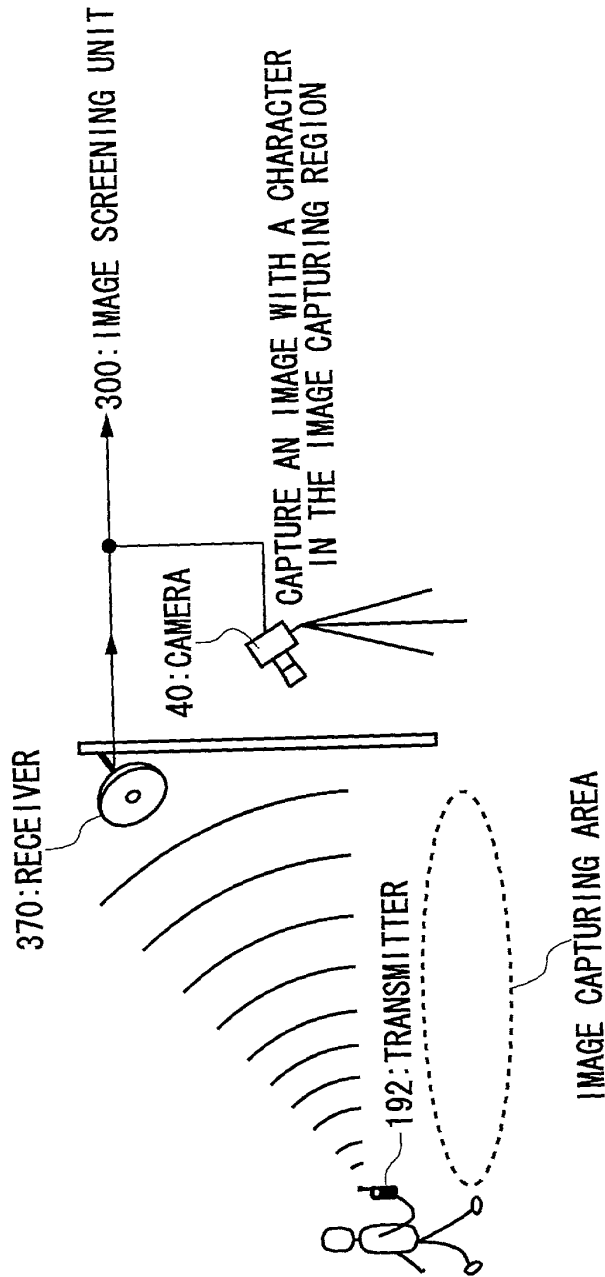


FIG. 24



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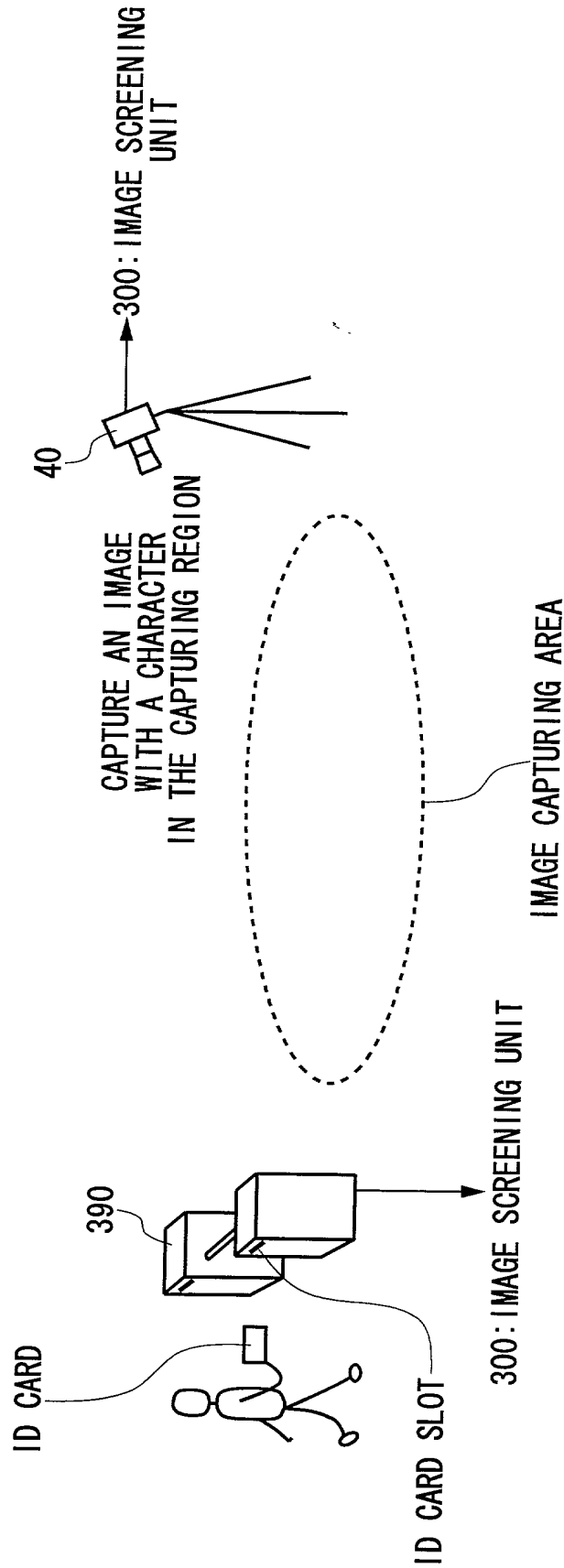


FIG. 25

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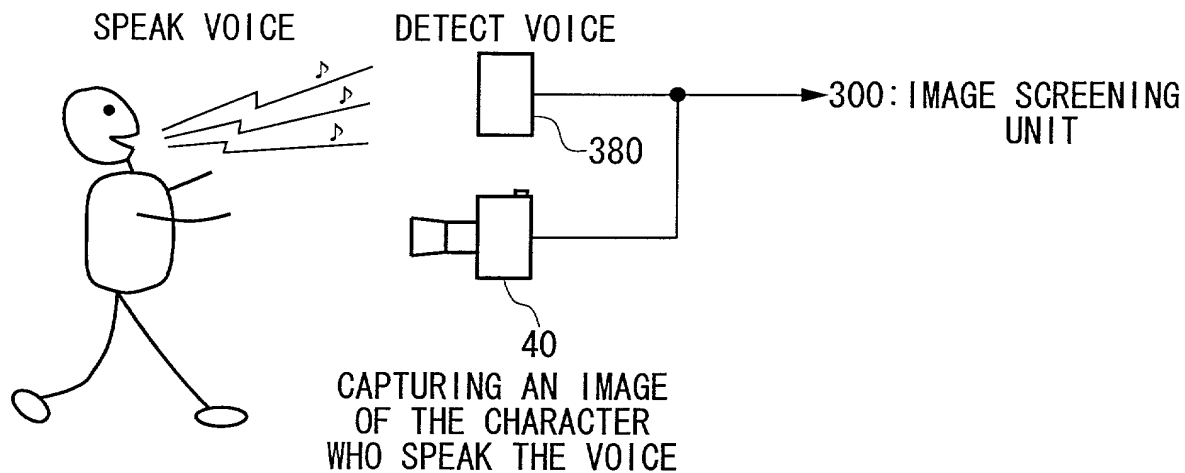


FIG. 26